

NEW JERSEY DIVISION OF GAMING ENFORCEMENT TECHNICAL SERVICES BUREAU	
#	EXPANDED FEATURE CODES
01	CREDIT PLAY – Machine allows credit play.
02	DOUBLE/NOTHING – Machine gives player the chance to double his winnings.
03	MULTI-PLAYER - More than one player console or station on game.
04	HOUSE-SET CREDIT PLAY – House has the option to enable or disable credit play.
05	HOUSE-SET CREDIT LIMIT – House has the option to configure credit limit.
06	WILD CARD/WILD SYMBOL – Game has a wild card or reel symbol yielding special win combinations. The wild symbols which provide the same win.
07	VIDEO DISPLAY – Game has a video monitor.
08	STEPPER REELS – Slot reels are driven by a stepper motor.
09	BLACKJACK DOUBLE DOWN – Game permits player to double down.
10	BLACKJACK SPLIT PAIRS – Game permits player to split pairs into two hands.
11	KENO 20+ BALLS – Keno game with extra balls.
12	MULTIPLE BETS PER PLAY/EVENT – Player may bet on more than one outcome per play as in horse races, roulette, craps, etc.
13	USES VIDEO DISC – Game uses a video disc player.
14	CHARACTER GENERATOR ON GAME BOARD – Game’s main or only microprocessor handles all character generation for video display.
15	SEPARATE CHARACTER GENERATOR CIRCUIT - Character generation for video display is done by a separate microprocessor.
16	PAYTABLE ON VIDEO – Game displays payable on the CRT.
17	PAYTABLE ON GLASS – Paytable is displayed on glass.
18	TWO OR MORE SCREENS – Device uses more than one CRT screen to display game information.
19	LIGHT PEN USED – Light pen is used during game play as with some keno games.
20	OPTIONAL MULTI-LEVEL PROGRESSIVE – Game has feature 24 or 25 and has house selectable Multi-level progressive outputs.
21	TRAVELING MESSAGE DISPLAY – Game has a marquis type display which is driven by hardware and software internal to the gaming device.
22	DISPROPORTIONATELY SPACED REEL STOPS – Slot has more total physical stops per reel than symbols and blanks combined, but is not considered “virtual.” Separate stops on the same symbol are displayed by 45 degree or more.
23	JUMPER SELECTABLE PERCENTAGES – Game has different paytables accessible through various jumper configurations. Only soldered jumpers are acceptable.
24	INTERNAL PROGRESSIVE – Game has its own built-in progressive meter with the jackpot amount displayed on its screen.
25	EXTERNAL PROGRESSIVE – Game has progressive meter output ports which are under control of the gaming device software.
26	OPTIONAL PROGRESSIVE – House may enable or disable internal or progressive port outputs.
27	WAY TICKET KENO – Way method of betting on a keno game.
28	MULTIPLE JACKPOT COMBINATIONS – Game has more than one high award – low probability winning combination and each is advertised as a special bonus or a jackpot. For example, multiple progressives that are awarded for different winning combinations, jackpots for red 7’s / blue 7’s, jackpots for 7’s aligned / 7’s in any position.
29	BONUS AWARD FOR MAX COIN BET – Game has a higher payback percentage for maximum coin wagers.
30	NEGATIVE BONUS FOR MAX COIN BET - Game has a lower payback percentage for maximum coin wagers. (Five percent decrease is maximum normally allowed).
31	PROMOTIONAL MACHINE – A game used in conjunction with a special promotion. Normal wagering and play does not occur.
32	PROGRAMMING FOR COIN COMPARATOR – Game software controls an electronic coin acceptor or comparator or other type.

**NEW JERSEY DIVISION OF GAMING ENFORCEMENT
TECHNICAL SERVICES BUREAU**

#	EXPANDED FEATURE CODES
33	VIRTUAL REEL – Slot employs the virtual reel concept. Virtual reel is considered to be a partial or complete repetition of the physical reel strip symbols mapped to an internal reel strip. Externally displayed symbols must match the randomly selected portion of the internal reel strip (known as clustering). When a given portion of a reel strip is randomly selected, the physical reels are spun to the same location as for any applicable multiple of the mapping. That is, given 22 symbol reels, if either software stop 1, stop 23, stop 45, or stop 67 is randomly selected, the physical reel is stopped at the same position.
34	MECHANICAL REEL NON-MOTOR DRIVEN – Non-video slot in which the reels are not driven by any type of motor.
35	MECHANICAL REEL MOTOR DRIVEN (NON-STEPPER) – Non-video slot in which a non-stepper type motor is used to drive the reels.
36	GAMING ASSOCIATED EQUIPMENT – Modification is submitted for equipment not normally considered to be a separate gaming device.
37	APPROVAL CONDITIONED – The approval of a modification request is granted under certain required conditions. (<i>For Internal LAB use only</i>).
38	PROGRAMMING FOR MECHANICAL COIN ACCEPTOR – Game software will function with a mechanical coin acceptor.
39	SLOT MONITOR/PLAYER TRACKING INTERFACE – Game has software driven output ports specifically for slot monitoring and player tracking systems.
40	APPROVED FOR USE WITH MEGABUCKS – GCB and IGT use only.
41	OUT-OF-SERVICE MODE – Game may be set up to display “Out of Service” or a similar message on its display.
42	HOPPER-LEVEL TRACKING – Game senses coin level in hopper.
43	SELF-TEST MODE – Game has a diagnostic self-test mode.
44	TOURNAMENT MACHINE – A game used only in conjunction with tournaments where time or number of plays is a factor.
45	SELECTABLE TOURNAMENT MODE – Game has an optional tournament mode, but unless that mode is selected, the game functions as a normal gaming device.
46	ATTRACT MODE DURING IDLE – After a time period where no play has taken place, the game shifts into a mode which displays messages or graphics or outputs sound designed to attract players.
47	APPROVAL CONDITIONED RE: COIN LIMIT – The approval of a modification request is granted under certain required conditions regarding coin limits. If a gaming device can accept more than 20 coins per play, it will be required to have an electronic coin acceptor unless it is a nickel denomination. One hundred coins per wager is the maximum normally allowed. (<i>For GCB use only</i>).
48	APPROVAL CONDITIONED RE: METERING – The approval of a modification request is granted under certain required conditions regarding metering. Metering of games played for any particular bet is required if the one-coin-bet/maximum-coin-bet percentage spread is greater than 4. At the present time, this is being applied to slot machines only. (<i>For GCB use only</i>).
49	SELECTABLE ROYAL FLUSH PAY/BONUS – Location selectable top pay awards which make less than 1% difference in payback with typical field play. Location selectable is considered to be a switch or menu selectable option.
50	SELECTABLE PROMOTIONAL MODE – Game has an optional promotional mode but unless that mode is selected, the game functions as a normal gaming device.
51	VOID
52	COINCIDENT MULTI-STOP REEL SYMBOLS – Slot has more total stops per reel than symbols and blanks combined but is not considered as “virtual.” Further, adjacent stops which occur on the same reel symbol are not displaced physically; <u>i.e.</u> , they are coincident. See: Code 22.
53	RANDOM OCCURRENCE OF BONUS AWARD – Game has a bonus award which may or may not be present for any given play depending on a random-chance event.

**NEW JERSEY DIVISION OF GAMING ENFORCEMENT
TECHNICAL SERVICES BUREAU**

#	EXPANDED FEATURE CODES
54	PROGRAMMING FOR BILL ACCEPTOR – Code is included in the gaming device program which functions with an approved bill acceptor for metering, hopper control, error codes, or other functions.
55	APPROVED FOR USE WITH POWER POKER – GCB and IGT use only.
56	APPROVED FOR USE WITH QUARTERMANIA – GCB and IGT use only.
57	APPROVED FOR USE WITH BOYD LEASED LINK – GCB and IGT use only.
58	WAIVER GRANTED PURSUANT TO REGULATION 14.110 – A waiver of the Technical Standards is necessary when a request to modify software, which predates the standard, is made and the overall software package does not conform to the new standards. (GCB use only, when waiver granted).
59	REEL ROTATION DIRECTIONAL OPTIONS – Slot has reels which may not all spin in the same top to bottom direction.
60	NUMBER OF STOPS PER REEL NOT EQUAL – Slot has a software reel strip or software reel strips with stops not equal in quantity to other software reel strips.
61	TIME BASED REEL STOP CONTROLS – After the microprocessor selects the symbol to be displayed, reel stopping is based on timer triggers. Microprocessor does not preselect actual reel stop positions.
62	PLAYER ANTICIPATION DELAYED WIN – Slot has last reel spin a disproportionately longer time when a win, or loss, has been predetermined.
63	APPROVED FOR USE WITH MEGAPOKER – GCB and IGT use only.
64	PAYTABLE CHANGES WITH EACH COIN-IN – The number of coins-in determines the payable used for the game (other than top award bonus for maximum coin-in).
65	APPROVED FOR USE WITH GOLDEN NUGGET LEASED LINK – GCB and IGT use only.
66	APPROVED FOR USE WITH NEVADA NICKEL SYSTEM – GCB and IGT use only.
67	ACTIVE GAME SELECTED BY FIRMWARE – Game and percentages are controlled by a serial key or PAL type non-reprogrammable device.
68	RANDOM SELECTION BY SYMBOL TYPE – Reel index on an equivalent visual symbol after an appropriate delay, rather than a specific logical stop.
69	APPROVED FOR USE WITH HARRAH'S LEASED LINK – GCB and IGT use only.
70	PLAYER SELECTABLE PAY COMBINATIONS – Machine allows player to select bonus pay type, such as a specific Four-of-a-Kind, etc.
71	APPROVED FOR USE WITH CIRCUS CIRCUS LEASED LINK – GCB and IGT use only.
72	APPROVED FOR USE WITH FABULOUS 50's – GCB and IGT use only.
73	AUTOMATIC "NUDGE " – Certain symbols automatically jump up or down to a payline after a delay without player intervention.
74	SYMBOLS(S) PAY IN ANY POSITION – Certain symbols need not align on a single payline for a given award.
75	FOUND IN FIELD BY DEVICE INSPECTION PROGRAM – Feature to be used on submissions requested by Lab. Applies to EPROM's found in field that had not previously been submitted or submitted in error.
76	APPROVED FOR USE WITH HIGH ROLLER – GCB and IGT use only.
77	SEQUENTIAL ROYAL AWARD – Bonus award when the Royal Straight Flush is in a specified sequence.
78	AUTOMATIC RESPIN – When a special symbol is detected, the machine will continue to respin, without player intervention, until a winning combination is achieved.
79	TICKET PRINTER – All payouts are made via a ticket which is dispensed when the player activates the cash-out button.
80	AUTOMATIC REEL HOLD – One or more winning symbols are held by the machine while the player plays a predetermined amount of bonus games.
81	TOUCH-SCREEN – Game options may be selected by touching the display.
82	MGM COINLESS SYSTEM – GCB, MGM and Sigma use only.
83	APPROVED FOR USE WITH "QUARTERS DELUXE " – GCB and IGT use only.

NEW JERSEY DIVISION OF GAMING ENFORCEMENT TECHNICAL SERVICES BUREAU	
#	EXPANDED FEATURE CODES
84	MULTI-GAME DEVICE – A device at which a player may choose from a variety of games.
85	CAESARS LEASED LINK – Allows the electronic transfer of funds between a host system and the game. Caesars’ cashless system.
86	APPROVED FOR USE WITH “DOLLARS DELUXE “ – GCB and IGT use only.
87	MYSTERY PAY - Bonus pays, not directly from the device, unrelated to game outcome.
88	SOFTWARE LOADS FROM CD-ROM – Software for each game is stored on CD-ROM, then loaded to the cluster controller before execution.
89	PLAYER TERMINALS – More than one slave terminal connected to a master controller.
90	APPROVED FOR USE WITH CONCEPT 3 – Contains the communication protocol to communicate with Acres Gaming “ <i>Concept 3</i> ” controller.
91	APPROVED FOR USE WITH “COOL MILLIONS” – GCB and CDS use only.
92	APPROVED FOR USE WITH “KENO DELUXE” – GCB and IGT use only.
93	APPROVED FOR USE WITH “NICKELS DELUXE” – GCB and IGT use only.
94	APPROVED FOR USE WITH “DIMES DELUXE” – GCB and IGT use only.
95	HAS SIGMA’S SHL CAPABILITY – Designed to be used with Sigma’s “Shared Hit Link” (SHL) protocol.
96	APPROVED FOR USE WITH “COOL MILLION QUARTERS” – GCB and CDS use only.
97	APPROVED FOR USE WITH “CAESARS E.F.T.” – GCB use only. The programming in the chip has been reviewed and approved for use with Caesar Palace’s E.F.T. system.
98	APPROVED FOR USE WITH WHEEL OF FORTUNE #2 – GCB and IGT use only.
99	SOFTWARE LOADS FROM HARD DRIVE – Self-explanatory.
100	KEY CHIP USED TO CHANGE PERCENTAGE
101	APPROVED FOR USE WITH “TOTEM POLE WAP” – GCB and IGT use only.
102	APPROVED FOR USE WITH “JEOPARDY” – GCB and IGT use only.
103	APPROVED FOR USE WITH “PINBALL MANIA” – GCB and IGT use only.
104	APPROVED FOR USE WITH “SLOTOPOLY” – GCB and IGT use only.
105	APPROVED FOR USE WITH “ELVIS WAP” – GCB and IGT use only.
106	EXTENDED PLAY – Jackpot for achieving a series of specifically defined game results by wagering on the primary game.
107	STRATEGY FEATURE GAME – A play on a slot machine in which a pattern must make a choice to accept a variable pay award or risk it for another variable pay award.
108	GAME-WITHIN-A-GAME -A game within the primary game of a slot machine which requires a separate wager and which has a theoretical payout percentage from the primary game.
109	VARIABLE PAY AWARD – A jackpot that is randomly selected from a disclosed range of jackpot amounts when a specified winning combination has been achieved.
110	PULSE COMMUNICATIONS TO SLOT ACCOUNTING SYSTEM – Device is capable of communicating with an external computer monitoring system via a pulse-width scheme of communications.
111	SERIAL COMMUNICATIONS TO SLOT ACCOUNTING SYSTEM – Device is capable of communicating with an external computer monitoring system via a serial message scheme of communications.
112	MULTI-SITE LINKED PROGRESSIVE – A Progressive award which is competed for at multiple locations.
113	INTER-PROPERTY LINKED PROGRESSIVE
114	EPROM DEVICE PROGRAM STORAGE – Device utilizes an Erasable Programmable Read Only Memory (EPROM).
115	MYSTERY HOPPER PAY – Bonus pays from the hopper unrelated to game outcome.
116	DENOMINATION SELECTABLE - The denomination of the device is selectable by the use of a security PAL or EPROM.
117	SEQUENTIAL ROYAL FLUSH – Bonus award when the Royal Straight Flush is in a left-to-right or right-to-left sequence.